ACTIVISION

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Player's Guide

DIE HARD™
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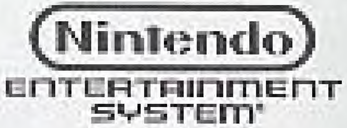

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"Who are You, Mr. Cowboy?"

You are John McClane, a tough New York cop on a Christmas vacation visit to Los Angeles to see your wife, Holly. Soon after arriving in Los Angeles, you join your wife and her co-workers at the corporate Christmas party on the thirtieth floor of the new, partially completed Nakatomi Building. During the party, the building is infiltrated by terrorists attempting to penetrate the building's safe and steal six hundred and forty million dollars' worth of bonds. Only you were able to escape through the labyrinth of unfinished floors and hallways. Barefoot and exhausted, you must find a way to stop the terrorist group and their leader, Hans, from blowing up the roof,

killing the hostages and getting away with Holly and the bonds. Along the way, you can contact Officer Al Powell of the L.A.P.D., who will help you locate the enemies as they roam the building. The cat and mouse game begins.....

"Lock Two is Broken, Hans"

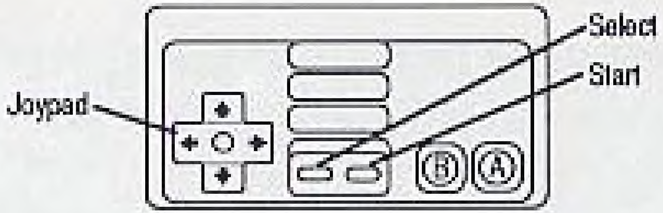
You must defeat Hans before the end of the time limit or you will lose the game. There are seven locks to be broken before the safe opens and the four-minute final countdown begins. You can't get to the 30th floor (where Holly and Hans are) until after the seventh lock is broken. Take out as many enemies as you can until that time. After that, get down to the 30th floor to rescue Holly before the four minute time period is up. Any extra enemies will follow you down for a showdown. Die Hard has two skill levels, Beginner and Advanced, for the novice and expert gamers.

Getting Started

1. With your game system off, insert the *Die Hard* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Press **Start**.

"I Know You're Here Somewhere!"

When playing Die Hard, you will be able to hide from enemies behind walls. Unfortunately, when your enemies can't see you, you can't see your enemies. Any areas that would be out of John's line of sight, will be blackened out on the screen.



Joypad- Moves you up, down, left, right and diagonal. This also allows you to spray bullets around you when using the sub-machine gun.

Select- Allows you to choose between running, flash grenades, and C4 explosives. *

Start- Starts and pauses the game. During pause, your status screen will appear.

A- Allows you to use your pistol, sub-machine gun, axe or your punch.

B- Allows you to use whichever function (flash grenade, C4, etc.) you've chosen. *

* The icon for the function you have chosen will be displayed under the letter 'B' on the lower right hand side of the screen.

"Now I Have a Machine Gun! Ho Ho Ho!

You start off the game with only your pistol and a clip of fifteen rounds. As you progress through the game, you can obtain other items that will help you.

SUB MACHINE GUN- This gives you fully automatic power and lets you spray bullets, taking out enemies easier.

CLIPS- Extra ammunition is always handy. Each clip contains 40 rounds. You can carry up to 280 rounds.

RADIO- This useful item lets you listen in on some of Hans' plans and also lets you contact the police (if you make it to the appropriate spot on the roof before the second lock is broken).

FLASH GRENADES- You can stun one or more enemies by throwing one of these at them. Be careful, enemies have them too! The closer you are to a flashbomb when it goes off, the longer you will be stunned.

C4 EXPLOSIVES- These can only be used after you have secured the detonators from one of your enemies. Drop 'em and run!

AXE- Once you've run out of ammo and you need a weapon, you can use the fireaxe located in the red emergency box next to the elevator on every floor.

DETONATORS- One of the most important items in the game; the terrorists can't blow up the roof without them and you need them to use the C4 explosives.

The Nakatomi Building

Die Hard takes place on eight floors of the Nakatomi building. The 30th floor is the only floor that can't be reached until after the seventh lock is broken, near

the end of the game. While the stairway and the elevator are your primary ways to move between floors, you may also utilize the secondary stairway, express elevator, and heating/air conditioning vents. No one way will take you to all the floors, so you will have to use them all to complete the game.

Floor: **4** - Warehouse Storage
30 - Main Lobby, Offices, Vault
31 - Mezzanine, Finished Offices
32 - Unfinished Offices
33 - Computers, Glass Partitions
34 - Boardrooms, Architectural Models
35 - Air Conditioning Units, Heaters
Roof - Helipad, Observation Walk

"Who are These Guys?"

Good Guys:

John McClane—Our hero. A tough New York Cop with a job to do.

Holly McClane—John's wife. One of the game's objectives is to free her from Hans.

Al Powell—One of L.A.P.D.'s finest. He'll help you from outside the building with valuable information on the terrorists.

Hostages—Holly's coworkers. You've got to save them from a fiery explosion on the roof.

Bad Guys:

Hans Gruber—Leader of the terrorists and the mastermind of the operation.

Theo—The computer expert hired by Hans to break the vault's locks.

Karl—The meanest and toughest terrorist.

Heinrich—Make sure you get him. He's got the detonators.

Terrorists—They're top-notch marksmen, so watch yourself. They wear blue.

Guards—Extra terrorists that guard different floors. They wear green.

"Shoot the Glass!"

John's health is measured by two meters: one for his overall health and one for his feet (remember, he's barefoot). Your life meter, which is located at the top right side of the action screen and in your status screen, displays the amount of health you have. Life health comes in the form of soda cans, which can be found in the soda machines or hidden in various places throughout the building. The second type is foot health. A steady loss of foot power by running, or by walking on broken glass, severely slows John down. It can be replenished by obtaining the medical kits hidden throughout the building. You can check your foot health meter in your status screen.

"I Need Help!"

1) If you get into a jam, try using the air conditioning vents entered through grates. A word of warning: you can't bring your machine gun.

2) The stairwell works best when going from floor to floor. You can jump out, shoot, and run back in.

3) If you can find the blueprint and rocket hidden on the 35th floor, you can take the express elevator down to the 4th floor and destroy the main computer. This will give you more time.

4) You can only get sodas from the machines using your guns or the axe.

5) Conserve your bullets. You'll be surprised how many rounds are used up by bursts from your sub-machine gun.

6) When you make it to the 30th floor, check the number of remaining terrorists periodically. When there is only one crook left, enter Hans' room for the final battle in the game.

7) When crawling through the air conditioning vents, you can see into the room below by looking through the grates. Be careful not to get shot while in the vents. Twice as many life health points will be taken if you do.

8) If you come across a locked door, don't waste your bullets. It's nothing a little C4 can't take care of.

9) Some items aren't worth picking up. If you already have a radio or plenty of ammunition, it's not worth risking health points to pick up another one.

10) There are multiple possible endings- try to discover them all.

11) The more you use the stairs, the quicker time passes. The Terrorists never use the stairways, so they're the perfect place to hide and plan your strategy.

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- a brief statement describing the defect,
- your name and return address, and
- a photocopy of your dated sales receipt.

Please see the special "RETURNS" information for further instructions.

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2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name of your game system on the *front* of the package.

Send to:

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio - TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING:

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Super Nintendo Entertainment System® (Super NES™) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Activision nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the Super NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.